

ABSTRACT OF THE DISCLOSURE

A video game with a main game process and a subsequent ending process including, if an interrupt request of a game character calling to a player character occurs, acquiring a progress of game at that time , and acquiring the voice message data of calling in accordance with an emotional value . Further, it includes outputting the intonation, volume or total average pitch of the voice message data, as required, variably in accordance with a game scene, a conversation context or a state of the game character . The voice message of calling to the player character is varied in accordance with the progress of game.